

## CLAIMS

1. A method for reducing the cost of sending messages over an intermittent network of computing devices via one or more communication channels, the method comprising  
5 the steps of:
  - (a) creating a first message on a first device, the message intended to be sent to a second device over the network via at least one channel;
  - 10 (b) applying a first policy containing one or more rules to determine whether to send the first message to the second device, each rule being a function of one or more messaging attributes of messages, channels or the system environment; and
  - 15 (c) dynamically updating the first policy by sending a second message to the first device, the second message being a system message that results in the addition, deletion or other modification of the rules contained in the policy.
- 20 2. The method of Claim 1 wherein the first device is a server device and the second device is a client device.
- 25 3. A method for implementing efficient guaranteed transactional messaging on an intermittent network of computing devices, the method comprising the steps of:
  - (a) creating a first transaction on a first device, the first transaction including one or more messages intended to be exchanged with a second device over the network;

(b) creating a first device queue on the first device, the first device queue reflecting the current status of the first transaction, including which messages of the first transaction have been successfully or unsuccessfully sent or received;

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(c) creating a second device queue on the second device, the second device queue reflecting the current status of the first transaction, including which messages of the first transaction have been successfully or unsuccessfully sent or received; and

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(d) guaranteeing receipt by the first device of a notification that a message of the first transaction sent by the first device was successfully or unsuccessfully received by the second device, even in the event that the first device or the second device loses network connectivity prior to the first device receiving such notification.

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4. The method of Claim 3 wherein the first device is a server device and the second device is a client device.

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